HE system

PC Engine

チャンピオン・レスラー

CHAMPION WRESTLER

取扱説明書

Translated by VGWAworld

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キャッチ・ザ・ハート

TAITO

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HuCARD

Thank you very much for purchasing the HUCARD "Champion Wrestler " for the PC Engine.

Before use, please read this "instruction manual" carefully for handling instructions, usage precautions, etc. To keep in working condition please follow these instructions nd store the instructions in a safe place.

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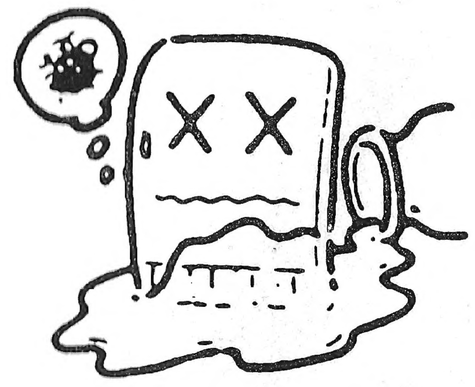
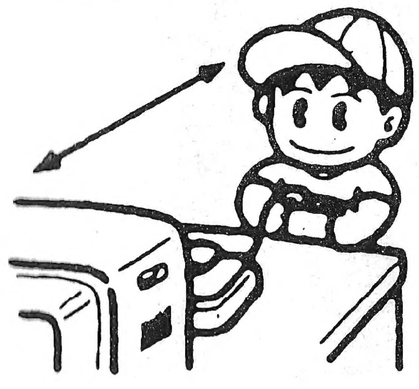
1 Game card can not be used under extreme temperature and humidity conditions. This is a precision device and avoid use and storing in these conditions. Do not bend card and do not drop.

2 Do not touch card pins or wet them with water or let them get dirty with dust. Doing this will cause failure.



3 Do not clean with volatile substances, such as thinner, benzine, etc.

4 Play from the television when playing as far away as possible (2 meters) with your neck at a natural angle.



5 For health reasons, when playing for extended periods take short breaks of 5-10 minutes sporadically during game play.

※ Reset method
You can restart the game from the beginning by pressing the SELECT button while holding down the RUN button during the game.

HuCARDはPCエンジン(せんよう)専用のゲームカードです。

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Basic Rules

Smash, slam and defeat all the other wrestlers to become the champion*!*

Singles Match (5 Minutes, 1 Fall)	Tag Match (7 Minutes, 1 Fall)

● 3 Count Pin Fall ● 20 second ring out ● Submission ● Draw

The game will be decided by the criteria listed, if you don't win the match, you will not proceed to the next opponent. A draw is considered the same as a loss*!*

(Even in 2Pand 4P versus modes, if a player from each team is counted out the match will result in a draw.

Mode Types

①1P VS COM ……Singles Match (1 Player)
②1P VS 2P ……Singles Match (2 Player)
③1P・2P VS COM …… Tag Match (2 Player)
④1P・2P VS 3P・4P ……Tag Match (4 Player)

※You can choose your game selection from the four options shown above and confirm your slection with the [I] button.

However, ②～④ players requires the multi-tap

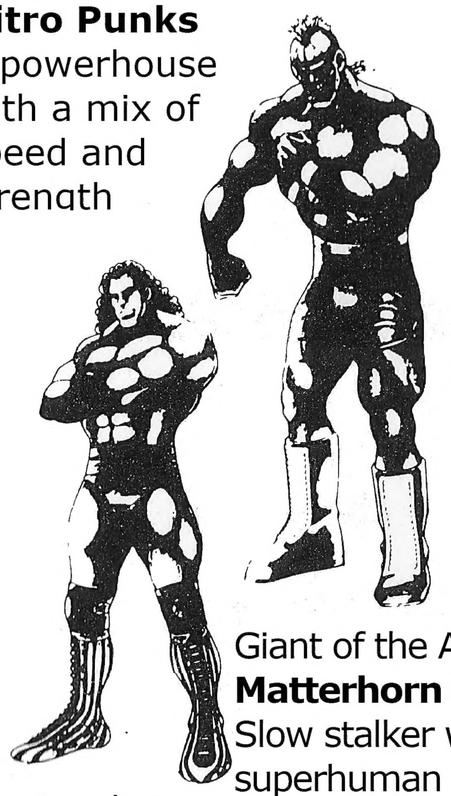
Wrestler Selection

After deciding on a match mode, you will proceed to the wrestler selection screen. Select from a roster of 8 unique wrestlers, to pick your wrestler use the direction pad to move the cursor and confirm your selection with the [I] button.

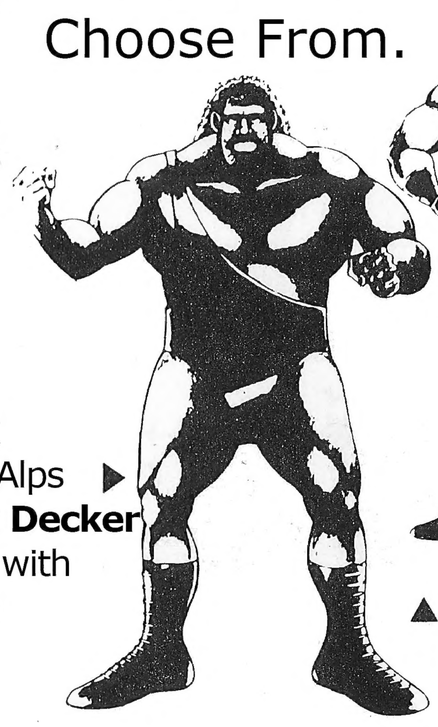
8 TOUGH WRESTLERS

The 8 Wrestler Roster to Choose From.

Crazy Tank▶
Nitro Punks
A powerhouse with a mix of speed and strength



Giant of the Alps ▶
Matterhorn Decker
Slow stalker with superhuman strength.

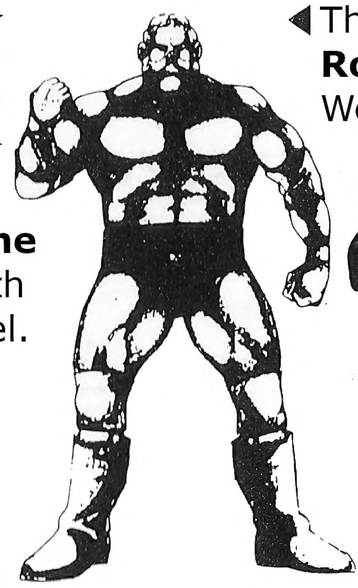


▲Agile Acrobat
Jimmy Carbon
High flying, high impact aerial move specialist.

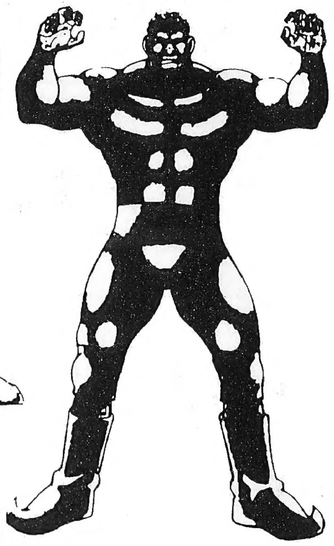
▼Beast of the Jungle
Black Machine
Technician with a body of steel.

▲Legendary Warrior
Miracle Rastan
Top rope hard hitter.

◀The Kansas Eagle
Rocky Garner
Well balanced wrestler.



◀Japanese Mystery
The Great Samurai
Karate technique specialist.

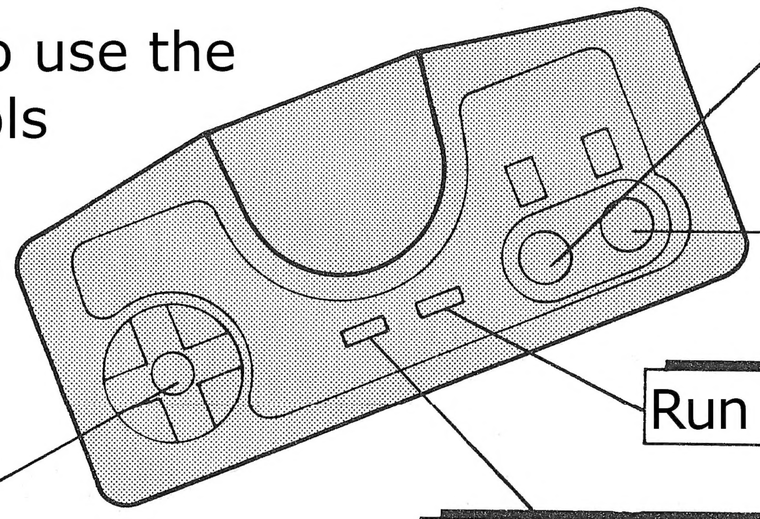


▲Poisonous Snake of the Nile
Cobra Bloody Joe
Vicious attacker known for dirty tricks.

How To Play

Use the direction keys and Ⅰ Ⅱ buttons to unleash your moves*!*
Quickly alternate the direction keys to power up*!*

How to use the Controls



Ⅱ Button

Punch・Irish Whip・Indirect Technique

Ⅰ Button

Kick・Grapple Technique・Indirect Technique

Run Button

D-Pad

Movement of your wrestler.

Select Button

Reset

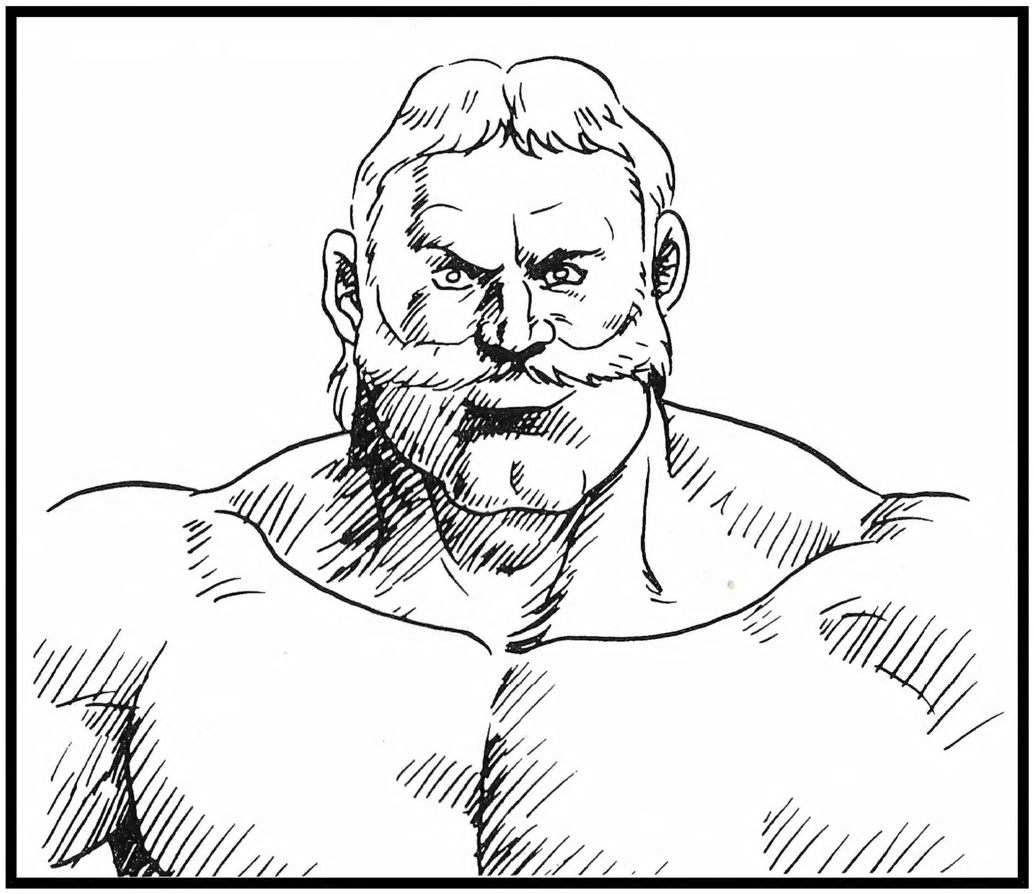
You may reset the game by pressing the run and select buttons simultaneously.

Walk *!* Run *!*	Move with the d-pad. To run tap the d-pad twice in the direction you want to run *!*
Perform Moves *!*	Ⅰ Button....Punch *!* Perform a strike with your arms *!* Ⅱ Button....Kick *!* Perform a strike with your feet *!* Ⅰ+Ⅱ Buttons.... Signature Strike *!*
Grapples *!*	Ⅰ Button + Arrow key... Irish Whip towards the ropes *!* Ⅱ Button + Arrow Key .... The move will differ by direction key used *!* Ⅰ+Ⅱ Buttons + Arrow key... Signature move *!*
Increase your power *!*	Power is the essence of professional wrestling *!* Moves performed with no power are easily countered *!* Press the arrow keys on the d-pad rapidly to increase your power *!*
Beat your opponet *!*	You can pick up your opponent by pressing a button near their head *!* To perform a submission move, press a button at the feet of your opponent *!* Ⅰ+Ⅱ Buttons.... Go for the pin *!* Win the match *!*
Weapon Attack *!*	Press a button near a weapon to pick it up *!* Use the weapon *!* Ⅰ+Ⅱ Buttons... Throw the weapon *!*
Top Rope Attack *!*	Press the d--pad diagonally towards the ring post to climb it *!* Devastate your opponents with high impact aerial maneuvers *!*
Outside Brawling *!*	When your opponent is out of the ring, press the arrow key towards the ropes to enter and exit the ring *!*

★ Tag Team Match

Tag your partner *!*	In a tag match you must work together *!* Press any button in the corner near your partner *!* Make a tag *!*
Help your partner *!*	Press the arrow key and a button to enter the ring and help your partner *!* However, after a certain period of time you will be return to your corner *!* Be careful, after you entered the ring time will need to pass before you are able to enter again *!*

Wrestler Roster ★ Rocky Garner



- Well balanced wrestler, easy to control.

No one gets up after a lariat.

Suprise your opponet with a small package roll up.

Name: "The Wild Eagle of Kansas" Rocky Garner
Height: 6'-2" Weight: 264 lb
DOB:Dec. 25, 1953
Birthplace: Kansas City, Kansas, USA.
Signature Move: Western Lariat, Spinning Toe Hold

Profile:

During college Rocky was a star American football player, but was called by wrestling, following the footsteps of his late father. He faces the enemy head-on without fear. he is a tough westerner with the soul of a champion that will do whatever is necessary to win.

★ Normal Maneuvers

State	Button \ Opponent state	Standing	On the mat
Standing	Ⅰ	Punch	Elbow Drop
	Ⅱ	Kick	Knee Drop
	Ⅰ + Ⅱ	Punch or Kick	Pin
Running	Ⅰ	Elbow Smash	Running Elbow Drop
	Ⅱ	Jumping Knee	Running Knee Drop
	Ⅰ + Ⅱ	Western Lariat	Running Body Splash
On top of corner post	Ⅰ	Flying Elbow Drop	Flying Elbow Drop
	Ⅱ	Flying Knee Drop	Flying Knee Drop
	Ⅰ + Ⅱ	Flying Body Press	Flying Body Press

★ Grappling (When player is facing right)

Direction \ Button	Ⅰ	Ⅱ	Ⅰ + Ⅱ
⇧	Irish Whip	Backdrop	-----
⇩	Irish Whip	Pile Driver	Small Package
⇦	Irish Whip	Brainbuster	-----
⇨	Irish Whip	Body Slam	-----

★ At feet of downed opponent

Button \ Posistion	Opponent's Feet
Ⅰ	Spinning Toe Hold
Ⅱ	Boston Crab
Ⅰ + Ⅱ	Pin

★ When opponent is on coner post

Button \ State	Standing	Running
Ⅰ	Deadly Drive	Elbow Smash
Ⅱ	Deadly Drive	Jumping Knee
Ⅰ + Ⅱ	Deadly Drive	Western Lariat

◎ Deadly Drive....When the opponent is in the corner post, press the arrow key toward the post and press a button to execute the move.

Wrestler Roster ★ Miracle Rastan

- Specializes in high impact jumping attacks, and is said to have the most powerful move in the game, his Power Bomb pin!

Name: "Legendary Fighter" Miracle Rastan
Height: 6'-4" Weight: 297 lb
DOB: Aug. 14, 1959
Birthplace: Copenhagen, Denmark.
Signature Move: Flying Knee Kick, Powerbomb

Profile:

Possessing a chiseled physique from years of weightlifting. He has formed his body into a powerful weapon. Do not be fooled by his large size, he is a nimble wrestler that has mastered several jumping maneuvers. He also has brains with his brawn, possessing a college degree in archaeology.

★ Normal Maneuvers

State	Button / Opponent state	Standing	On the mat
Standing	I	Punch	Elbow Drop
	II	Kick	Knee Drop
	I + II	Punch or Kick	Pin
Running	I	Elbow Smash	Running Elbow Drop
	II	Dropkick	Running Knee Drop
	I + II	Flying Knee	Running Body Splash
On top of corner post	I	Flying Elbow Drop	Flying Elbow Drop
	II	Flying Knee Drop	Flying Headbutt
	I + II	Missile Dropkick	Guillotine Drop

★ Grappling (When player is facing right)

Direction / Button	I	II	I + II
⇧	Irish Whip	Argentina Backbreaker	Power Bomb
⇩	Irish Whip	Pile Driver	-----
⇦	Irish Whip	Brainbuster	-----
⇨	Irish Whip	High Lift Body Slam	-----

★ At feet of downed opponent

Button / Posistion	Opponent's Feet
I	Giant Swing
II	Knee Drop
I + II	Pin

★ When opponent is on coner post

Button / State	Standing	Running
I	Deadly Drive	Elbow Smash
II	Deadly Drive	Dropkick
I + II	Deadly Drive	Flying Knee

▶His movement is slow, but he has extraordinary strength. He knows only a limited number of moves, but each one has tremendous destructive power. But, if your opponent hits a move on you, all your weight will be a problem...

Name: "Big Giant of the Alps" Matterhorn Decker
Height: 7'-3" Weight: 529 lb
DOB: Oct. 2, 1950
Birthplace: Lausanne, Switzerland.
Signature Move: Matterhorn hip press, Hanging neck choke

Profile:

While working as a carpenter in Switzerland, he was scouted to become a pro wrestler. Debuting in France, his career would eventually lead him to America. Able to brutalize opponents with superhuman strength, using his super-giant body. A very big drinker, he can drink 40-50 bottles of his favorite wine at a time.

★ Normal Maneuvers

State	Button \ Opponent state	Standing	On the mat
Standing	I	Punch	Elbow Drop
	II	Kick	Elbow Drop
	I + II	Punch	Pin
Running	I	Elbow Smash	Matterhorn Hip Press
	II	Elbow Smash	Running Elbow Drop
	I + II	Elbow Smash	Running Body Splash
On top of corner post	I	Flying Elbow Drop	Matterhorn Hip Press
	II	Flying Knee Drop	Flying Knee Drop
	I + II	Flying Body Press	Flying Body Press

★ Grappling (When player is facing right)

Direction \ Button	I	II	I + II
⇧	Irish Whip	Argentina Backbreaker	Hangman Choke
⇩	Irish Whip	Pile Driver	-----
⇦	Irish Whip	Bear Hug	-----
⇨	Irish Whip	Body Slam	-----

★ At feet of downed opponent

Button \ Posistion	Opponent's Feet
I	Giant Swing
II	Giant Swing
I + II	Pin

★ When opponent is on coner post

Button \ State	Standing	Running
I	Deadly Drive	Elbow Smash
II	Deadly Drive	Elbow Smash
I + II	Deadly Drive	Elbow Smash

Wrestler Roster ★ Giant Samurai

- A karate master that that utilizes martial arts in his wrestling. A fluid wrestler who can throw wrestlers of any size with ease using his one arm throw.

Name: "Japanese Mystery" Giant Samurai
Height: 6'-1" Weight: 229 lb
DOB: Oct. 2, 1950
Birthplace: Yokohama, Japan.
Signature Move: Fist drop, One arm shoulder throw

Profile:

A karate master from the east. He and his manager Shisho "The Thoth" journeyed out to find the American dream. He is rumored to be a descendant of a secret ninja clan, but the truth is uncertain.

★ Normal Maneuvers

State	Button \ Opponent state	Standing	On the mat
Standing	I	Punch	Elbow Drop
	II	Kick	Knee Drop
	I + II	Rolling Sobat	Pin
Running	I	Diving Cross Chop	Running Elbow Drop
	II	Dropkick	Running Knee Drop
	I + II	Elbow Smash	Running Body Splash
On top of corner post	I	Flying Karate Chop	Flying Fist Drop
	II	Flying Sunset Drop	Flying Knee Drop
	I + II	Flying Karate Chop	Flying Sunset Flip

★ Grappling (When player is facing right)

Direction \ Button	I	II	I + II
⇧	Irish Whip	Backdrop	-----
⇩	Irish Whip	Double Arm Suplex	-----
⇦	Irish Whip	Brainbuster	One Arm Shoulder Throw
⇨	Irish Whip	Body Slam	-----

★ At feet of downed opponent

Button \ Posistion	Opponent's Feet
I	Fist Drop
II	Figure Four Leg Lock
I + II	Pin

★ When opponent is on coner post

Button \ State	Standing	Running
I	Deadly Drive	Flying Cross Chop
II	Deadly Drive	Dropkick
I + II	Deadly Drive	Elbow Smash

▶Having a reputation of superhuman strength, if you want to play with power, there is no better choice. What a rush of brute force in the ring he has earned the name heavy mad tank.

Name: "Mad Heavy Tank" Nitro Punks
Height: 6'-6" Weight: 299 lb
DOB: May 5, 1959
Birthplace: Indianapolis, Indiana, USA.
Signature Move: Front Suplex, Boston Crab

Profile:

Originally an unsuccessful punk rock singer, he found out he was better suited as a wrestler. A giant that possesses both speed and power, he is especially dangerous in hand-to-hand combat. An uncontrollable berserker filled with rage in the ring, he actually leads a calm and gentle private life.

★ Normal Maneuvers

State	Button \ Opponent state	Standing	On the mat
Standing	I	Punch	Elbow Drop
	II	Kick	Knee Drop
	I + II	Punch or Kick	Pin
Running	I	Elbow Smash	Running Elbow Drop
	II	Dropkick	Running Knee Drop
	I + II	Western Lariat	Running Body Splash
On top of corner post	I	Flying Elbow Drop	Flying Elbow Drop
	II	Missile Dropkick	Flying Knee Drop
	I + II	Flying Body Press	Flying Body Press

★ Grappling (When player is facing right)

Direction \ Button	I	II	I + II
⇧	Irish Whip	Argentina Backbreaker	Front Suplex
⇩	Irish Whip	Pile Driver	-----
⇦	Irish Whip	Bear Hug	-----
⇨	Irish Whip	High Lift Body Slam	-----

★ At feet of downed opponent

Button \ Posistion	Opponent's Feet
I	Giant Swing
II	Boston Crab
I + II	Pin

★ When opponent is on coner post

Button \ State	Standing	Running
I	Deadly Drive	Elbow Smash
II	Deadly Drive	Dropkick
I + II	Deadly Drive	Western Lariat

- Attacks such as kicks and punches do no damage to him. Blow by blow, no wrestler can stand up to him. But is he vulnerable to throws and submission moves...?

Name: "Tough Beast from the Jungle" Black Machine
Height: 6'-2" Weight: 266 lb
DOB: ? ??, 19??
Birthplace: Parts Unknown
Signature Move: Head butt, Brain buster

Profile:

A mysterious masked wrestler. His identity and background are unknown. A body that is hard as steel, all direct attacks have no effect on him.

★ Normal Maneuvers

State	Button \ Opponent state	Standing	On the mat
Standing	I	Punch	Elbow Drop / Head Butt
	II	Kick	Knee Drop
	I + II	Punch or Kick	Pin
Running	I	Elbow Smash	Running Elbow Drop
	II	Jumping Knee	Running Knee Drop
	I + II	Elbow Smash	Running Body Splash
On top of corner post	I	Flying Elbow Drop	Flying Elbow Drop
	II	Flying Knee Drop	Flying Knee Drop
	I + II	Flying Body Press	Flying Body Press / Headbutt

★ Grappling (When player is facing right)

Direction \ Button	I	II	I + II
⇧	Irish Whip	Headbutt	-----
⇩	Irish Whip	Headbutt	Iron Claw
⇦	Irish Whip	Brainbuster	-----
⇨	Irish Whip	Body Slam	-----

★ At feet of downed opponent

Button \ Posistion	Opponent's Feet
I	Giant Swing
II	Knee Drop
I + II	Pin

★ When opponent is on coner post

Button \ State	Standing	Running
I	Deadly Drive	Elbow Smash
II	Deadly Drive	Jumping Knee
I + II	Deadly Drive	Elbow Smash

◎ Headbutts....Aim for the head of a downed opponent, and adjust your position

- High flying master of the top rope, with a vast arsenal of aerial moves. Able to run circles around his foes with his quickness. Then take to the sky to claim the pin.

Name: "The Acrobat" Jimmy Carbon
Height: 5'-9" Weight: 224 lb
DOB: Oct. 3, 1959
Birthplace: Honolulu, Hawaii, USA.
Signature Move: German Suplex, Moonsault Press

Profile:

Excelling in gymnastics from a young age, he has become the best highflyer in the world. He also studied karate at this time. When he was in high school, he was amazed by the wrestlers from Japan and at that moment he knew he had to be a wrestler.

★ Normal Maneuvers

State	Button \ Opponent state	Standing	On the mat
Standing	I	Punch	Elbow Drop
	II	Kick	Knee Drop
	I + II	Rolling Sobat	Pin
Running	I	Diving Cross Chop	Running Elbow Drop
	II	Dropkick	Running Knee Drop
	I + II	Dropkick	Running Body Splash
On top of corner post	I	Flying Cross Chop	Flying Elbow Drop
	II	Missile Dropkick	Flying Knee Drop
	I + II	Flying Body Press	Moonsault

★ Grappling (When player is facing right)

Direction \ Button	I	II	I + II
⇧	Irish Whip	Backdrop	-----
⇩	Irish Whip	Double Arm Suplex	Small Package
⇦	Irish Whip	Brainbuster	-----
⇨	Irish Whip	Body Slam	German Suplex

★ At feet of downed opponent

Button \ Posistion	Opponent's Feet
I	Elbow Drop
II	Figure Four Leg Lock
I + II	Pin

★ When opponent is on coner post

Button \ State	Standing	Running
I	Deadly Drive	Diving Cross Chop
II	Deadly Drive	Dropkick
I + II	Deadly Drive	Rolling Sobat

- A vicious wrestler. A sneaky wrestler who will use any dirty trick to win. His manager outside will disrupt the match as well. Don't be fooled as he is an exceptional orthodox wrestler as well.

Name: "Poisonous Snake of the Nile" Cobra Bloody Joe
Height: 6'-2" Weight: 275 lb
DOB: ? ??, 1950
Birthplace: Giza, Egypt - But the truth is unknown.
Signature Move: Cobra Claw, Weapon attack

Profile:

His past is unknown, he claims to have lived in Egypt for years. There is no one who is better at being a dirty wrestler. Be careful and keep an eye out for his manager "Crazy Tailor".

★ Normal Maneuvers

State	Button \ Opponent state	Standing	On the mat
Standing	I	Punch	Elbow Drop
	II	Kick	Knee Drop
	I + II	Fire Attack	Pin
Running	I	Elbow Smash	Running Elbow Drop
	II	Dropkick	Running Knee Drop
	I + II	Elbow Smash	Running Body Splash
On top of corner post	I	Flying Elbow Drop	Flying Elbow Drop
	II	Flying Knee Drop	Flying Knee Drop
	I + II	Flying Body Press	Flying Elbow Drop

★ Grappling (When player is facing right)

Direction \ Button	I	II	I + II
⇧	Irish Whip	Backdrop	-----
⇩	Irish Whip	Headbutt	-----
⇦	Irish Whip	Cobra Claw	Bite
⇨	Irish Whip	Body Slam	-----

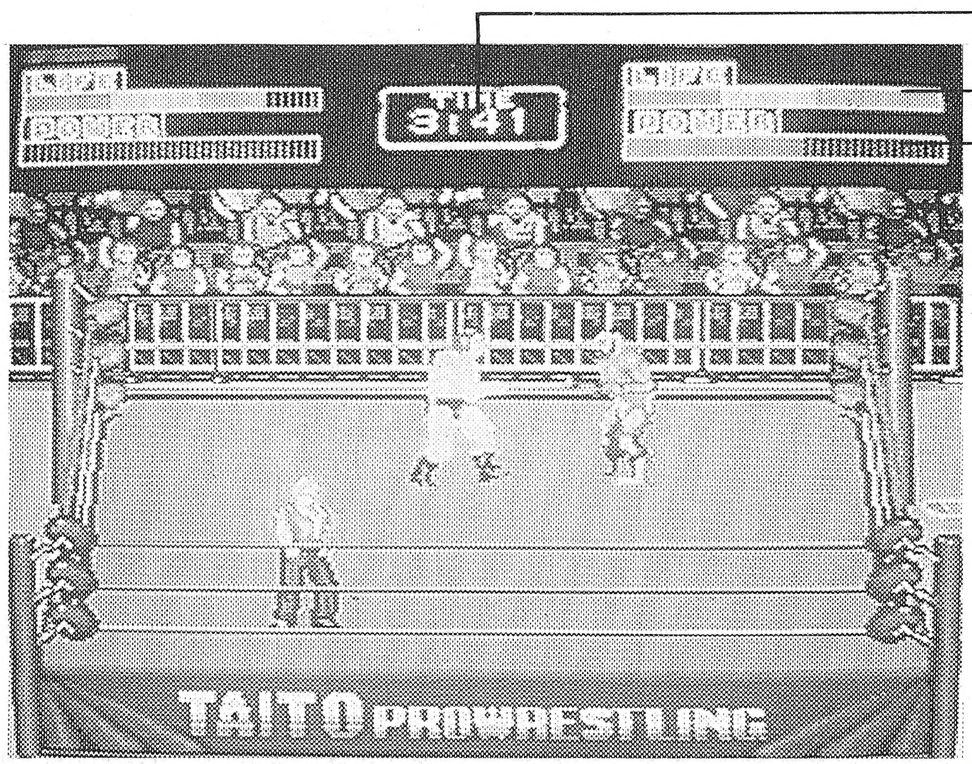
★ At feet of downed opponent

Button \ Posistion	Opponent's Feet
I	Cobra Claw
II	Boston Crab
I + II	Pin

★ When opponent is on coner post

Button \ State	Standing	Running
I	Deadly Drive	Elbow Smash
II	Deadly Drive	Dropkick
I + II	Deadly Drive	Elbow Smash

Gameplay Screen



★**Timer**
Displays remaining match time.

★**Life Gauge**
Displays rwrestler's health.
Health recovers over time.

★**Power Gauge**
Power when applying a move.
Increase by moving the d-pad *!*

(Life Gauge)

Remaining health of your wrestler. When this becomes zero, your wrestler will give up. Your wrestler’s life gauge will decrease when you take damage from moves, strikes, etc. Your life gauge will recover over time. Also, each wrestler has a different health recover speed.

(Power Gauge)

This is the energy your wrestler has. It serves 2 purposes.

1. The power your wrestler puts into each move. When in a grapple and both wrestlers attempt a move, the wrestler with the most power will successfully execute his move. Also, the effectiveness of an applied submission is also affected by power. The power of your wrestler will also help you block an opponent’s move.
2. Life Gauge and Power. The more power you have, the quicker your life gauge will recover.

When using this product, please carefully read this "Instruction Manual" for handling instructions, precautions for use, etc., and use it in the correct way. Please keep this "Instruction Manual" in a safe place.

●Repairs and Requests●

We take all possible measures to ensure the quality of our products, but in the unlikely event you have a problem, please clearly state the details of the issue, and send it to the service center below. In addition, please be sure to include your address, name, age, phone number, and date of purchase for the team you are sending. After checking it, we will repair it and return it to you.

Inside Saga Miski Co, Ltd.

Taito game repair staff

4047 Nozawa, Miyamae Ward, Kawasaki City, Kanagawa Prefecture

---

Fan letters, support, and messages for Taito Game Software

2-5-3 Hirokawa, Chiyoda, Tokyo 102

Taito Co., LTD – CP Division

※Please do not forget your name, address, and phone number.

◆Full of information for your ears *!*

Taito Information ☎03-239-4000

Bureau ☎0878-33-6340(Takamatsu branch office)

Please double check the phone number before dialing.

Please note that inquiries regarding the content of games will not be answered by anyone other than the Information Bureau.

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